

# Comparisons of Job Characteristics

**Focus Occupation: Cashiers (41-2011)**

**Associated Occupation: Gaming Cage Workers (43-3041)**

[Compare Knowledge](#)

[Compare Skills](#)

[Compare Abilities](#)

[Compare Detailed Work Activities](#)

[Compare Tools and Technologies](#)

<<	Focus occupation element is much lower
<	Focus occupation element is lower
0	Focus occupation element is at a similar level
>	Focus occupation element is at a higher level
>>	Focus occupation element is at a much higher level

## Knowledge

Similarity of Focus Occupation to Associated Occupation: 92

**Focus Occupation: Cashiers (41-2011)**

**Associated Occupation: Gaming Cage Workers (43-3041)**

Associated Occupation's Key Knowledge Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating		Evaluation of Focus Occupation
Customer and Personal Service	11.3	15.8	13.8	<	Expanded education and/or training may be required
Mathematics	9.2	13.3	11.4	<	Expanded education and/or training may be required
Economics and Accounting	4.4	7.6	3.1	<<	Extensive education and/or training may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

## Skills

Similarity of Focus Occupation to Associated Occupation: 91

**Focus Occupation: Cashiers (41-2011)**

**Associated Occupation: Gaming Cage Workers (43-3041)**

Associated Occupation's Key Skills Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating		Evaluation of Focus Occupation
Speaking	10.8	10.8	8.4	<	A higher skill level may be required
Mathematics	6.2	10.0	7.6	<<	Extensive development of skills in this area may be required
Service Orientation	7.9	8.2	8.6	0	Current skill level may be sufficient

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

## Abilities

Similarity of Focus Occupation to Associated Occupation: 92

**Focus Occupation: Cashiers (41-2011)**  
**Associated Occupation: Gaming Cage Workers (43-3041)**

Associated Occupation's Key Abilities Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating		Evaluation of Focus Occupation
Oral Expression	12.4	12.9	11.1	<	Some improvement in abilities may be required
Near Vision	11.1	11.8	10.0	<	Some improvement in abilities may be required
Oral Comprehension	12.5	11.2	11.2	0	Current ability level may be sufficient
Problem Sensitivity	11.1	11.2	8.5	<<	Extensive improvement in abilities may be required
Number Facility	6.3	10.9	7.6	<<	Extensive improvement in abilities may be required
Information Ordering	9.9	10.3	8.0	<	Some improvement in abilities may be required
Speech Clarity	10.2	10.2	8.9	<	Some improvement in abilities may be required
Selective Attention	8.7	10.0	7.7	<	Some improvement in abilities may be required
Mathematical Reasoning	6.3	9.1	6.6	<<	Extensive improvement in abilities may be required
Trunk Strength	5.7	8.1	7.1	<	Some improvement in abilities may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

## Activities that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 91

**Focus Occupation: Cashiers (41-2011)**  
**Associated Occupation: Gaming Cage Workers (43-3041)**

Work Activities	Exclusivity of Activity
Authorize credit charges	89
Calculate monetary exchange	67
Monitor currency, coin, or checks in cash drawer	92
Provide customer service	14
Sell products or services	69
Use cash registers	70
Use computers to enter, access or retrieve data	3

Not all positions in these occupations will necessarily perform all of the listed activities. The exclusivity rating is an indication of how unique the activity is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations engage in that activity.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.

## Tools and Technologies that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 71

**Focus Occupation: Cashiers (41-2011)**  
**Associated Occupation: Gaming Cage Workers (43-3041)**

<b>Tools and Technologies</b>	<b>Exclusivity</b>
Calculating machines and accessories	3
Computer data input devices	2
Computers	1
Currency vending machines	31
Surveillance and detection equipment	11

Not all positions in these occupations will necessarily use all of the listed tools and technologies. The exclusivity rating is an indication of how unique the tool or technology is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations use that tool or technology.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O\*NET (Occupation Information Network) data.